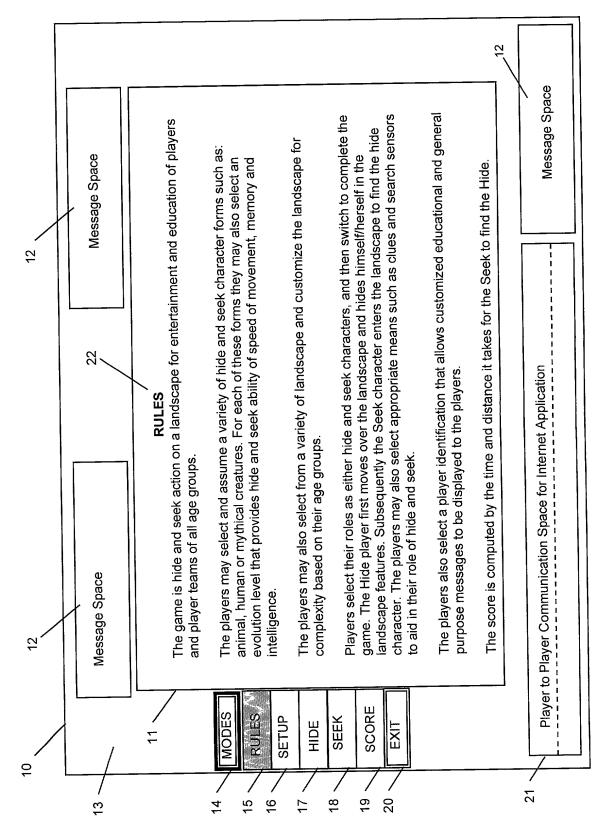


FIGURE 1



The light had been their the first had been

2

**FIGURE 2A** 

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The Brain of the House of the H

**FIGURE 2B** 

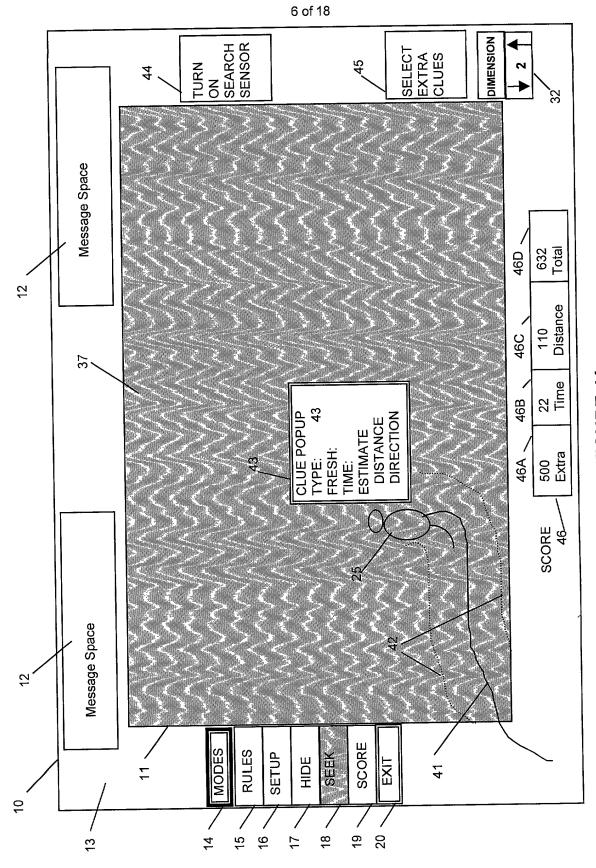
The first term will be found to the first term that the first term that the first term that the first term the

**FIGURE 3A** 

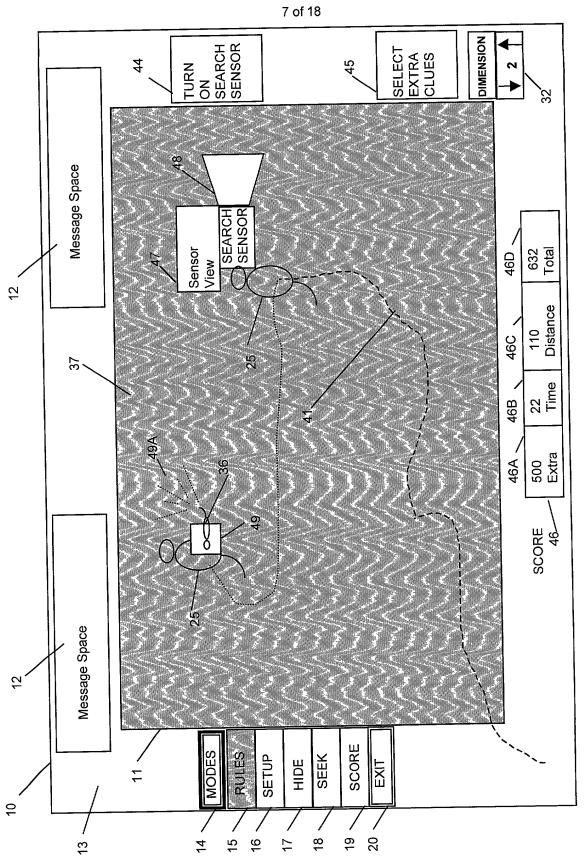
there will street these threet from the first and

w with the other wall that with

FIGURE 3B



**FIGURE 4A** 



**FIGURE 4B** 

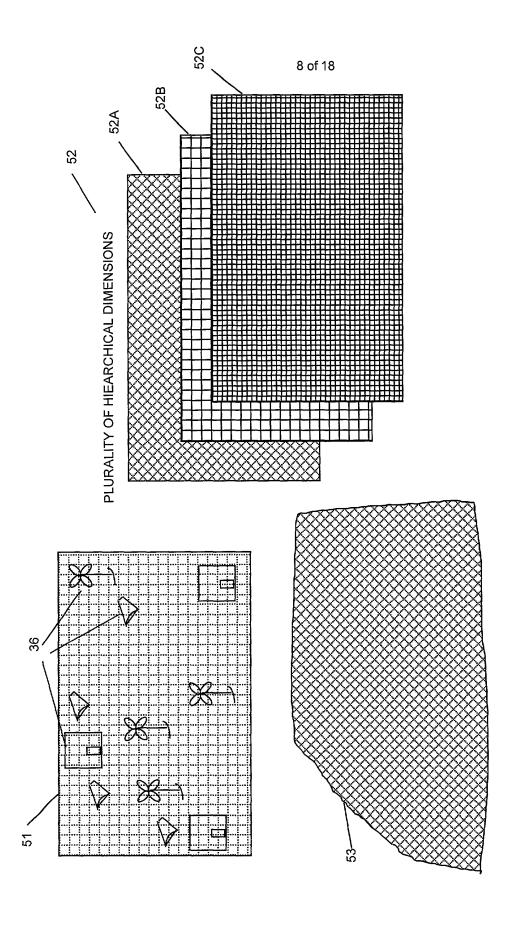
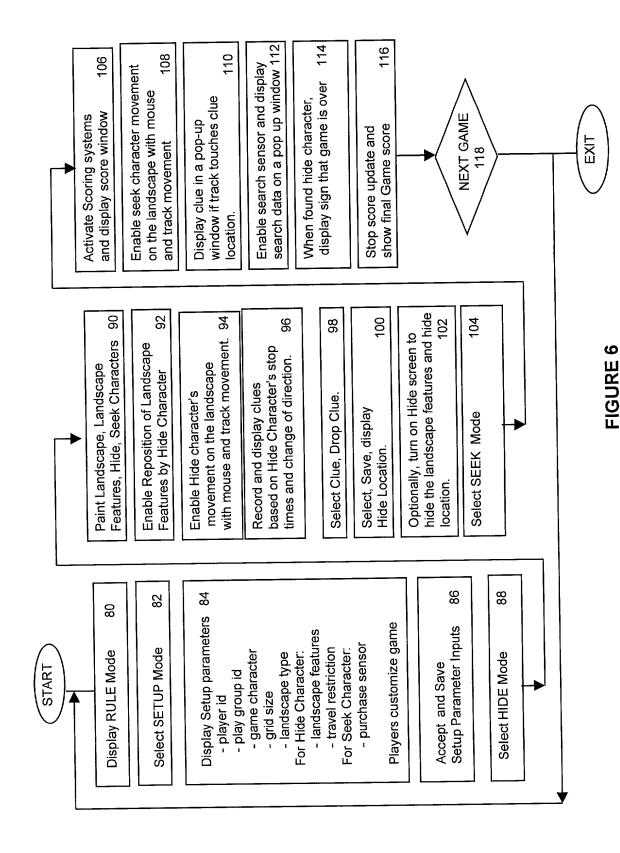


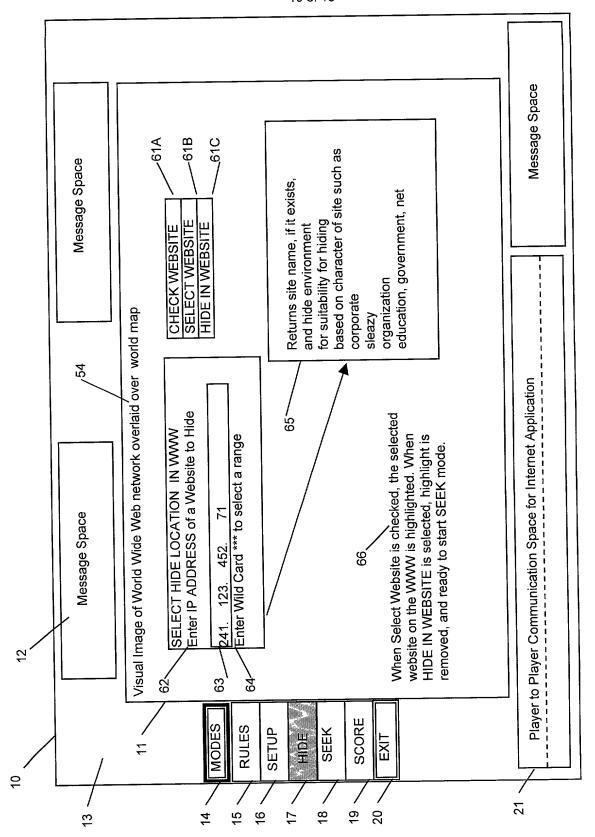
FIGURE 5



The limit of the state of the limit of the state of the s

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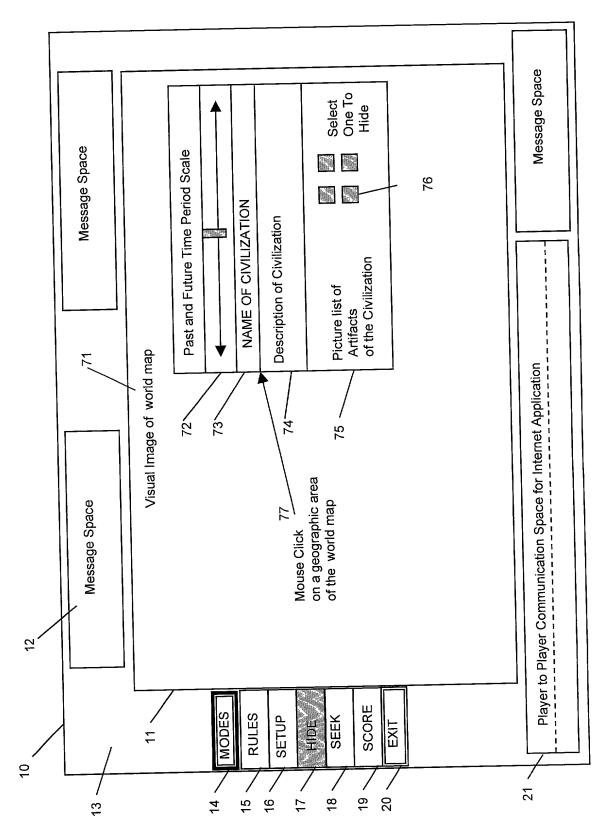
The first of the state of the s



**FIGURE 7A** 

The line was the state of the s

FIGURE 7B



**FIGURE 8A** 

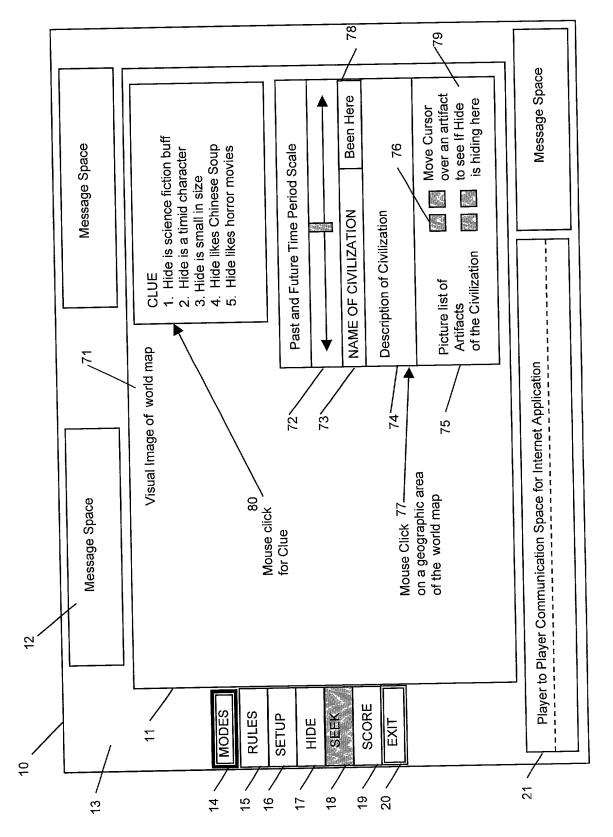


FIGURE 8B

Number of Messages/Mode = 4

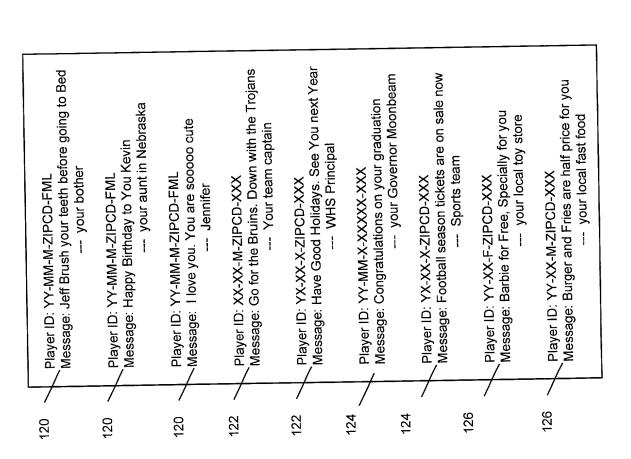
I - Commercial

1- Habit

1 - Event/Location

1 - Personal

MESSAGE RULES 130



## **FIGURE 9A**

#### MESSAGE DATA BASE STRUCTURE 132 Rules, Setup, Hide, Seek, and Score 133D 133E Event/Location, 133B 133C Age Group 133A Commercial Personal Message Content: 132B Player ID Location Habit, Season Gender Message Type: 132C Text/Graphic file Dependency: 132E Time Message Id: 132A Game Mode: 132D Message Id: 132A 1456722 1456721 Record3 Record2 Record1

#### FIGURE 9B

:

## Player Message List 134

Player ID: YY-MM-G-ZIPCODE-FML 136

RULES: Message Spaces: 3 138A

Message Space: 2 139A : Display Frequency: 3 139B Message Type: Community 132C, Message ID 132A Message Space: 1 139A : Display Frequency: 4 139B Message Type: Commercial 132C, Message ID 132A 132C, Message ID 132A Message Space: 3 139A : Display Frequency: 2 139B Message Type: Event

SETUP: Message Spaces: 4 138B

Message Space: 1 139A : Display Frequency: 4 139B Message Type: Commercial 132C, Message ID 132A Message Space: 2 139A : Display Frequency: 3 139B Message Type: Commercial 132C, Message ID 132A 132C, Message ID 132A Message Space: 3 139A: Display Frequency: 2 139B Message Type: Event

132C, Message ID 132A Message Space: 4 139A : Display Frequency: 2 139B Message Type: Event

HIDE: Message Spaces: 2 138C

Message Space: 1 139A : Display Frequency: 4 139B Message Type: Commercial 132C, Message ID 132A Message Space: 2 139A : Display Frequency: 3 139B Message Type: Personal 132C, Message ID 132A

SEEK: Message Spaces: 3 138D

Message Space: 2 139A : Display Frequency: 3 139B Message Type: Commercial 132C, Message ID 132A 132C, Message ID 132A Message Space: 1 139A : Display Frequency: 4 139B Message Type: Commercial 132C, Message ID 132A

Message Space: 3 139A: Display Frequency: 2 139B Message Type: Event

Message Space: 1 139A : Display Frequency: 4 139B Message Type: Commercial 132C, Message ID 132A Message Space: 2 139A : Display Frequency: 3 139B Message Type: Commercial 132C, Message ID 132A SCORE: Message Spaces: 4 138E

132C, Message ID 132A Message Space: 3 139A: Display Frequency: 2 139B Message Type: Event Message Space: 4 139A: Display Frequency: 2 139B Message Type: Event

132C, Message ID 132A

Player ID: YY-MM-G-ZIPCODE-FML 136

RULES: Message Spaces: 3 138A

Message Space: 2 139A : Display Frequency: 3 139B Message Type: Commercial 132C, Message ID 132A Message Space: 1139A : Display Frequency: 4 139B Message Type: Commercial 132C, Message ID 132A 132C, Message ID 132A

Message Space: 3 139A : Display Frequency: 2 139B Message Type: Event

#### FIGURE 9C

SUBMIT

SUBMI	
FROM: 162 Your Aunt in Nebraska	<> COMMERCIAL 155
Happy Birthday to You Kevin	<> COMMUNITY 154
MESSAGE 161:	<> EVENT 153
ID: YY-MM-S-ZIPCD-FML 160	<> PERSONAL 152
	Message Type: 151
PERSONAL MESSAGE ENTRY 156	MESSAGE ENTRY SCREEN 150

	EVENT MESSAGE ENTRY 159	ACCOUNTPASSWORD164	DISTRIBUTION: 163	Age Range	Territory	Gender	MESSAGE: 161	Basketball Season Tickets are on Sale	8AM - 5 PM M-F	FROM: 162	Sports team SUBMIT	
Γ											Γ.	_

# COMMERCIAL MESSAGE ENTRY 157

COMMUNITY MESSAGE ENTRY 158

\_PASSWORD\_

ACCOUNT\_

DISTRIBUTION: 163 Age Range

164 PASSWORD\_ ACCOUNT\_

Age Range Territory

**DISTRIBUTION: 163** 

Gender

MESSAGE: 161

MESSAGE: 161

Territory Gender

> Big Mac and Fries are half price for You FROM: 162 Local Fast Food Restaurant

SUBMIT

WHS Principal

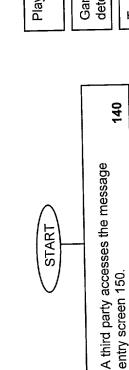
FROM: 162

Year

SUBMIT Have Good Holidays. See You all Next

## **FIGURE 10A**

174



Event 153, Community 154 and Commercial Select Message Type: Personal 152, 155. Enter message 161, its distribution attribute 163 and message source 162.

146 Game server receives messages and saves them in the Message database 350.

148 or enter into a Merchant Billing Account File. If Message Type is Commercial, create and

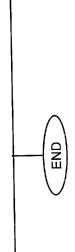
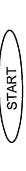


FIGURE 10B



Player enters Player ID 136 into Game software.

166

Game Software reads Message Display Rules 130 that determine number and types of messages.

168

To facilitate random selection of messages Run Random Number Generator to create a number sequence that determines search order. 172

170

Game Mode, Message Dependency, Random Sequence, and Create Message Queries for all the messages required for a game. Message Query Strings is based on Message Type, Read Message Dependency Parameters 132E. Player ID.

176 Send number of Queries, equal to the number of messages required for the Game, to the message database 350. For each player ID 136, create a new Player Message List 134 178 or update an existing Player Message List 134 to hold the results of the search query.

180 For each game mode, display messages from the Player's Delete or mark messages, for frequency, in the Player's Message List 134

182

END

Message List 134 as they are displayed or get used up.

**FIGURE 10C** 

(	RT	
	STARI	

Player 1 establish connection to the Hide and Seek game website. Enters player ID, Play-Group Id. 200

Player 2 establish connection to the Hide and Seek game website. Enters player ID, Play Group Id.

Game server sends to each player in the Play-Group the game rule executable file.

Each player's browser displays the Rule mode. 206

Each player types in the communication window the game strategy of who will play roles of Hide and Seek. 208

The game server sends the game strategy to other players.

Game strategy is displayed on the communication window of each player.

Game server assigns the Hide and Seek character personality to each player in the play group.

One of the player selects the Setup Mode. Mode transition is sent to game server.

The game server sends to each player computer the Setup Mode executable.

Players send messages to each other and decide on set up parameters to complete Setup mode. 220

Hide player selects Hide Mode. Mode transition sent to game server.

Game server sends to the hide character player the Hide mode executable.

224

Hide player takes actions to hide. When finished, turns on Hide screen. The hide data is sent to game server. 226

Game server sends a message to Seek players to begin Seek mode.

Seek character player selects Seek mode. Game server sends seek executable file to Seek player. 230

Seek character player begins seek mode.

232

Seek and Hide may communicate with each other while Seek is seeking. Seek finds Hide or cannot find ask Communicate and ask the Hide for location.

The Score is calculated. Players select setup to play another game with role reversal.



#### FIGURE 11